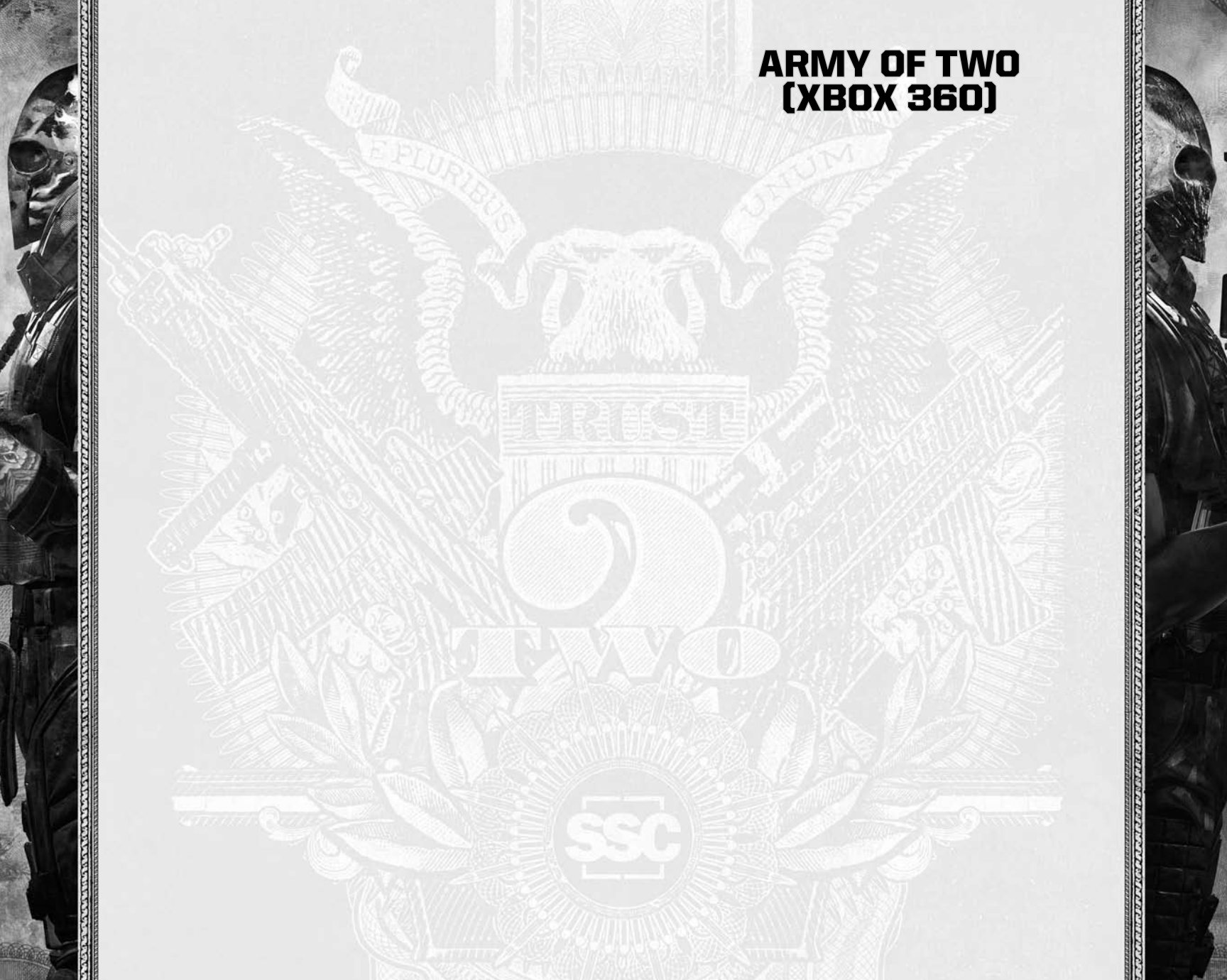


**ARMY OF TWO
(XBOX 360)**



⚠ WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

COMPLETE CONTROLS

On your feet, soldier! Learn to run, shoot, and kill like a true commando. Master the controls so you and your partner will overwhelm the enemy, complete successful missions, and become an *Army of Two™*.

GENERAL GAMEPLAY



SETTING UP THE GAME

GAMER PROFILE

Create a gamer profile to track achievements and save all game progress. A gamer profile must be created in order to play on Xbox LIVE.

- ✦ To create a new gamer profile, press **X** to bring up the Xbox Guide. Highlight **CREATE NEW PROFILE** and press **A**. Create a profile name using the virtual keyboard. You may choose either character, Rios or Salem.
- ✦ After your gamer profile is created and saved to a storage device, you can customize your gamer profile and set personal settings. When you are signed in with your gamer profile, achievements will be tracked and game progress can be saved.

PLAYING THE GAME

Rogue private military corporations have enflamed hot spots around the globe. Somalia, Afghanistan, Iraq, a battle-crippled aircraft carrier, China, and Miami are all under siege. Only Rios and Salem, two war-hardened mercenaries, are capable of quelling the violence and corruption afflicting these vulnerable war zones. It will take their army, an Army of Two, to halt the corporations' violent power-grab and restore peace.

Fight alongside your teammate to become the deadliest two-man military outfit a government can buy. Breakthrough gameplay, with a live or adaptive AI partner, enables you to take advantage of two-man strategies like customizable weapons, vehicles, and tactical shooting.

If you're going to survive, you'll have to bring down a vast conspiracy in which the line between "good guys" and "bad guys" has been obliterated.

GAME SCREEN



OBJECTIVES

You complete your mission successfully when all the main objectives are met. There are several ways to go about completing objectives, and the order in which you decide to tackle them is entirely up to you.

- ✦ To view your objectives, press **START** to access the Pause menu.

AGGROMETER

Commit acts of severe aggression to boost your Aggro level. Fire continuously, throw grenades, create chaos—you get the picture. The higher your level vs. your partner's, the more the enemy targets you, giving you a powerful strategic tool to affect the battle in real time. As the Aggro level increases, you glow red while your partner transforms into a stealthy, transparent warrior who can overwhelm the enemy. Don't just go to war; go Aggro!

WEAPONS

Although you may enter war-torn areas with your standard issue hardware, you have the option to do a little shopping. Weapons are measured in terms of Damage, Spread, Ammo, and Aggro capabilities, and a few shady arms dealers sell weaponry who offer all of the above. These men operate in the shadows and are located in places that won't be mistaken for vacation destinations anytime soon. When you complete objectives, you'll accumulate cold, hard cash to pay the dealers for upgrades to your arsenal.

The ordnance can and will decimate everyone and everything in sight, so it would be wise to select the lethal hardware that will perform most efficiently in whatever battlefield you find yourself engaged. Since you have the option of purchasing parts to enhance your individual weapons, pimp them out and transform ordinary weaponry into tricked-out killing machines.

Primary Weapons

Your contact is Mr. Obayana, a munitions expert from Sierra Leone. He possesses an astonishing array of assault rifles, machine guns, and shotguns that are as lethal as they are impressive. His weaponry varies in range, size, and power. In short, he'll arm you to the teeth.

Secondary Weapons

Hit the mean, inner-city streets of the USA to meet with Troy Green, a dealer who specializes in small weapons. Green has armaments ideal for urban warfare fighting and building incursions. You already come equipped with the M92-Elite II, but he has plenty of other hand cannons to bring trouble to the party.

Special Weapons

The nefarious Cha Min Soo of South Korea is your supplier for weapons that are, shall we say, more advanced. Choose from his selection of everything from the M14 sniper assault rifle to the FIM-92 Stinger missile. Whether it's hand-held, shoulder-held, whatever, these weapons don't just kill the enemy—they erase them.

Gear

Viktor Roshankov from the Ukraine may be a relic of the Cold War, but the protective covering he provides is state-of-the-art. His assortment of body armor ranges from light for extra agility to sturdy for those situations rife with enemy fire. Roshankov's products are as functional as they are frightening, so select a protective mask that will strike fear into the hearts of your enemy as well as cover that skull of yours.

INVENTORY WHEEL



If you're pinned down by a cluster of enemy fighters, then it is time to fire an RPG that will obliterate them. Become an efficient killing machine by changing weapons on the fly. Access the Inventory Wheel by pressing **LB** then press **○** to select a weapon that will best eliminate anything trying to fill you full of lead. Choose wisely and kill more.

PARTNER ORDER WHEEL



You've got the enemy on your 3 and you need help taking him out. Take full command in the field of battle by using the Partner Order Wheel. Press **○** to choose a command to send to your AI partner (single player only) and make yourself heard with voice commands. Give a direct order to Attack/Advance, Regroup, Hold Positions/Stop, become Aggressive, Passive, and switch to your partner's Camera view. Remain composed or go totally Aggro. It's up to you. Victory is within your reach. Hoo-Ah!

CO-OP CALL WHEEL



Access the Co-Op Call Wheel by pressing **RB** and then pressing **○**, and make your Army of Two transform into a cohesive killing machine.

Execute a Co-Op Snipe maneuver, a lethal battle tactic that will allow you to decimate multiple enemies or explosive targets in a honed, synchronized shot. Swap your primary weapon with your partner to kill the enemy more resourcefully. Don't forget to utilize the GPS view for you and your comrade to get the job done with maximum, ruthless efficiency.

SAVING AND LOADING

Your game is automatically saved from your last checkpoint.

To load a checkpoint press **○** during gameplay and select RESTART CHECKPOINT.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. EA TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360® console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

PLAYING ARMY OF TWO ON XBOX LIVE

Versus

Pair up with a partner to face another two-man team in a race to complete as many objectives as possible and earn cash. If the enemy team or even enemies who are native to the battlefield get in your way, then dispose of them for extra cash. Use that cash to upgrade your gear, but remember that the team with the most money at the end of the round wins.

Warzone

The battlefield has increased activity and hunting the enemy team is your main goal. Objectives are focused on destroying or defending key targets.

Extraction

The goal is saving downed allies on the battlefield and getting them out of the area. Defend and escort hostages but keep an eye out for the enemy team who will try to stop you at every turn. They too have allies they need to remove so be sure to stop them as well.

Bounties

The landscape is littered with high-price targets that need to be rubbed out. It's an all-out race between you and the opposing team to take down as many key targets as possible. Eliminate the targets and earn as much cash as possible.

GAME MODES

CAMPAIGN MODE

Select a mission in one of the war-torn regions. Before entering the fight, listen to your commanding officers and conduct drills in the Training Area. Learn to lay down suppressing fire, stealthily move with weapons and ammo, and coordinate tactics with your partner; otherwise you'll end up dead before firing a single shot in battle.

Once you are ready, crises around the world need to be extinguished by an Army of Two.

SOMALIA

The year is 1993—you are a U.S. Army Ranger in a losing war in Mogadishu, Somalia. Once you're deployed via helicopter, your mission is to assist a private military contractor named Philip Clyde in the assassination of a notorious warlord, Abdullahi Mo'Alim. Keep your wits and bearings or the building-to-building, room-to-room battle will turn you into one of the many casualties of Operation Restore Hope.

AFGHANISTAN

Advance to 2001—you're now working for Security and Strategy Corporation, an up-and-coming Private Military Contracting firm providing support for U.S. forces in Afghanistan. Al Qaeda fighters, lead by terrorist Mohammed Al-Habib, have seized a missile launching facility abandoned by the Russians during the Soviet occupation. The facility houses the extremely lethal M-11 ballistic missile. Parachute into the mountainous terrain infested with entrenched fighters and complete three objectives: first, rescue Brian Hicks, an SSC contractor who was sent in to do the same job as you but failed; second, destroy the M-11 missiles; third, find and kill Al-Habib.

IRAQ

It's 2003 and the Coalition's invasion of Iraq is in full swing. Burning oil rigs belch fire and smoke near a U.S. Army base under attack by one of Saddam Hussein's most notorious deputies, Ali Youssef. Your mission is to locate one Lt. Colonel Eisenhower among the carnage and haze of war and rescue him from the clutches of enemy hands. But when things start to go wrong, you'll find yourself facing off against Ali Youssef himself, avenging the death of one of your best and oldest friends!

AIRCRAFT CARRIER

Sail into the future to the year 2008. Abu Sayyaf terrorists have gained control of a U.S. aircraft carrier and are preparing to use it in a devastating attack on Manila, population ten million innocent men, women, and children. Your mission is to parachute onto its deck, rescue the Captain, and prevent the terrorists from carrying out their sinister plans. Once aboard, use brute force and cunning savagery to silence anyone standing in your way.

CHINA

Do not be fooled by the beauty and serenity of the Chinese landscape. Embedded in the foliage and rock formations are snipers whose mission is to take you out. You're sent here to kill the terrorist mastermind behind Abu Sayyaf's siege of the aircraft carrier. You must destroy a massive bridge just as his convoy crosses. It seems easy enough, but beware—all is not as it seems and you'll find you have to deal with more than the Chinese forces who pursue you relentlessly. Panic is not an option if you're going to get out of here alive.

MIAMI

As a category five hurricane bears down on Miami, the city once home to glamorous models, sophisticated and wealthy denizens, and glitzy art deco buildings will become a warzone unlike any you've seen before. Ride out the storm and navigate flooded and evacuated buildings in your hovercraft. The war has arrived in your hometown and will be waged in the towering glass and steel world headquarters of SSC. Determine the fate of your city and the world.

CO-OP

Destroying the rogue private military corporations' network is up to you. End the crisis online with a Private or Public Co-op game.

Private Co-op

Set up a private game and choose your mission with a partner to form an Army of Two.

Public Co-op

Create and/or search for a game that is open to anyone and everyone.

HINTS AND TIPS

- ✕ Fill your Aggrometer to the top and burst it into flames to get max Aggro and trigger special moves.
- ✕ Always think tactically in Co-op play, and use cover.
- ✕ Slide into cover whenever possible for a quick escape.
- ✕ You can feign death when you're low on health, but your partner will inherit all the Aggro.
- ✕ Suicide bombers can be used as human explosives; shoot them in the chest to take out enemies around them.



You Played the Game. Now Play the Music.

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If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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